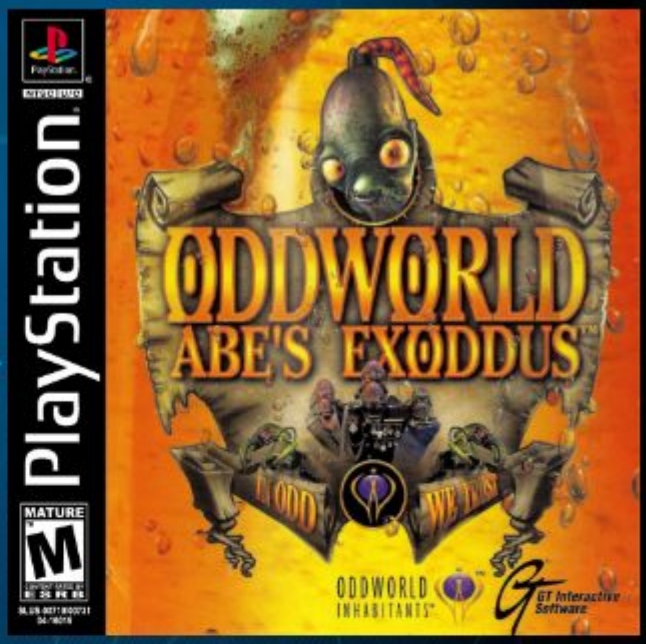
GAMER
RETRO
Magazine
GAMING
RETRO
TECH
NEWS

ODDWORLD ABE`S EXODDUS



ODDWORLD: ABE'S EXODDUS IS A PLATFORM VIDEO GAME DEVELOPED BY ODDWORLD INHABITANTS AND PUBLISHED BY GT INTERACTIVE.

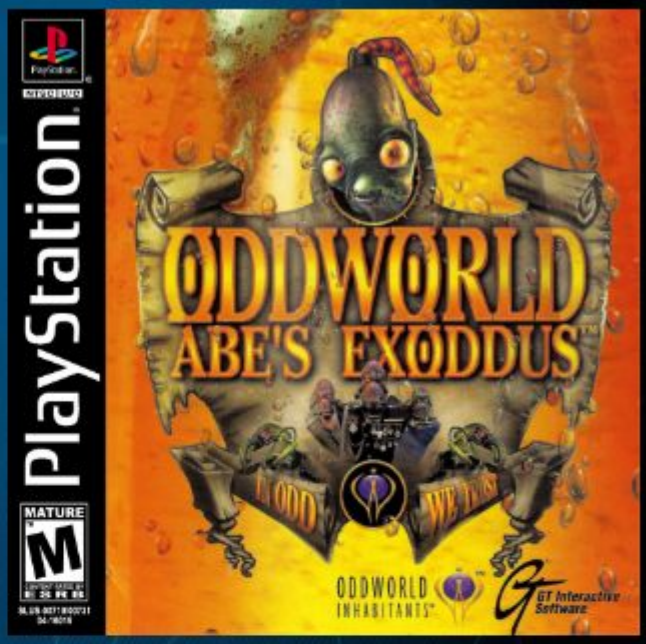
ALTHOUGH THE GAME IS A SEQUEL TO THE VIDEO GAME ODDWORLD: ABE'S ODDYSEE, IT IS CONSIDERED A SPIN-OFF TITLE IN THE ODDWORLD SERIES, AND NOT PART OF THE ODDWORLD QUINTOLOGY.

IT WAS RELEASED IN NOVEMBER 1998 FOR THE PLAYSTATION VIDEO GAME CONSOLE AND IN DECEMBER 1998 FOR MICROSOFT WINDOWS.

A GAME BOY COLOR VERSION, TITLED ODDWORLD ADVENTURES 2, WAS RELEASED IN 2000.

THE PLAYSTATION VERSION WAS RE-RELEASED ON THE PLAYSTATION NETWORK IN OCTOBER 2009.

ODDWORLD ABE`S EXODDUS

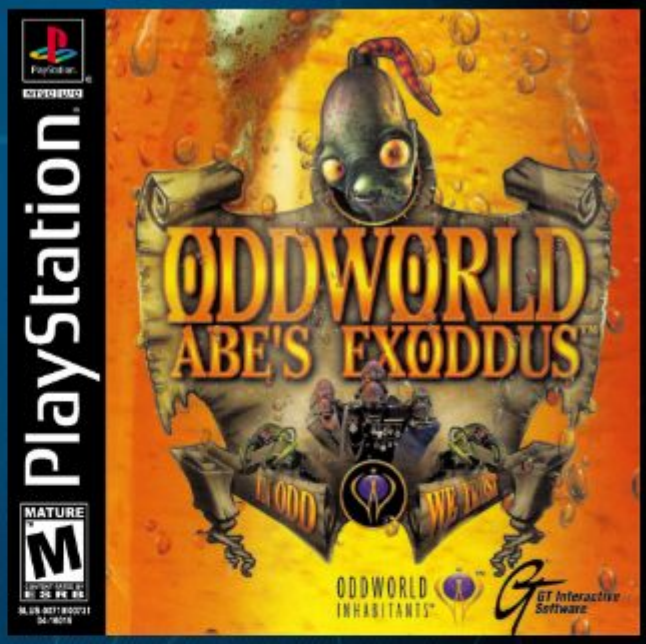


THE GAME CONTINUES THE STORY OF ABE, CHARTING HIS EFFORTS TO SAVE HIS FELLOW MUDOKONS FROM ANOTHER PLOT BY THE GLUKKONS TO EXPLOIT THEM.

ABE DISCOVERS THAT THE GLUKKONS ARE ENSLAVING MUDOKONS, THIS TIME TO PRODUCE A DRINK CALLED SOULSTORM BREW, WHICH USES MUDOKON BONES AND TEARS AS ITS INGREDIENTS.

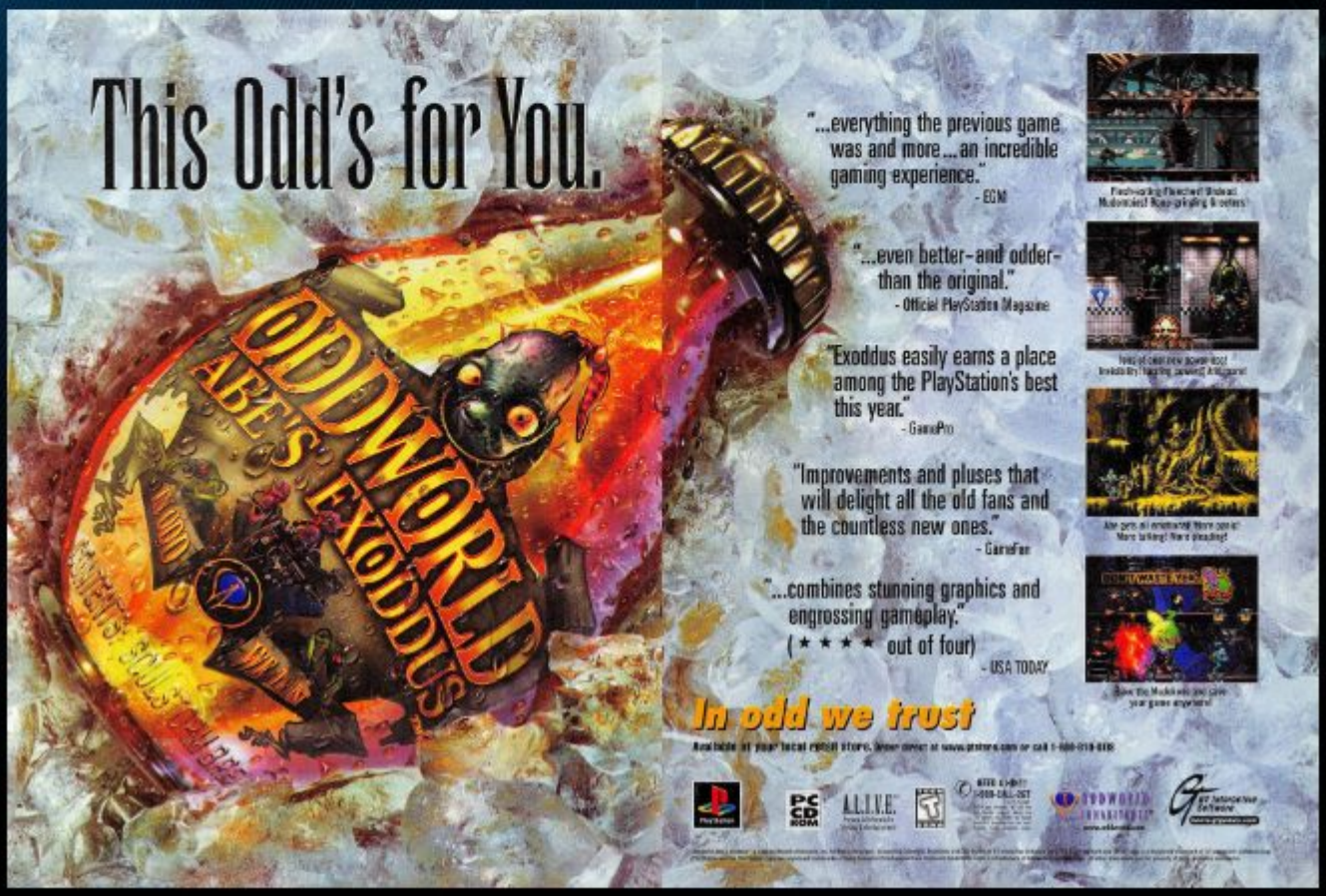
THE PLAYER ASSUMES THE ROLE OF ABE, EMBARKING ON A QUEST TO HALT PRODUCTION OF SOULSTORM BREW.

ODDWORLD ABE`S EXODDUS



THE GAME WAS RELEASED TO SIMILAR CRITICAL ACCLAIM AS THE FIRST GAME.

REVIEWS PRAISED THE ABILITY TO QUICK SAVE AT ANY POINT, A FEATURE NOT PRESENT IN ABE'S ODDYSEE.


This Odd's for You.
ODDWORLD
ABE'S EXODDUS
"...everything the previous game was and more... an incredible gaming experience."
- EGM
"...even better-and odder-than the original."
- Official PlayStation Magazine
"Exoddus easily earns a place among the PlayStation's best this year."
- GamePro
"Improvements and pluses that will delight all the old fans and the countless new ones."
- GameFan
"...combines stunning graphics and engrossing gameplay."
(★ ★ ★ ★ out of four)
- USA TODAY
In odd we trust
PC CD ROM
A.L.I.V.E.
ODDWORLD INHABITANTS
GT Interactive Software

RETRO Magazine

Azure Dreams

GAMER

AZURE DREAMS IS A ROGUE LIKE ROLE-PLAYING VIDEO GAME DEVELOPED BY KONAMI COMPUTER ENTERTAINMENT TOKYO AND PUBLISHED BY KONAMI FOR THE PLAYSTATION.

THE MAIN FOCUS OF THE GAME IS ENTERING THE TOWER OF MONSTERS AND DESTROYING ITS DENIZENS, GAINING EXPERIENCE, AND COLLECTING TREASURE.

EACH MONSTER HAS HIDDEN SPELLS, UNIQUE TRAITS, AND ABILITIES.

THE GAME REVOLVES AROUND THE TOWER OF MONSTERS AND THE TOWN OF MONSBAIYA.

AZURE DREAMS USES A RANDOM MAP GENERATOR: EVERY TIME KOH ENTERS THE TOWER OF MONSTERS, THE LEVELS ARE RANDOMLY GENERATED SO AS TO MAKE EVERY MONSTER-HUNTING EXPERIENCE DIFFERENT.

RETRO Magazine

Azure Dreams

GAMER

AZURE DREAMS

ACTIVITY WITHIN THE MAIN DUNGEON IS TURN-BASED, WITH ONE MOVE OR ATTACK CORRESPONDING TO A TURN

AZURE DREAMS IS SET IN THE DESERT TOWN OF MONSBAIYA.

THE TOWN PROSPERS BECAUSE OF A MONSTER TOWER LOCATED OVER IT. A SKILLED MONSTER TAMER NAMED GUY DISAPPEARS IN THE TOWER AND IS NEVER SEEN AGAIN.

HIS SON, KOH, ENTERS THE TOWER WHEN HE TURNS 15 AND MEETS A FAMILIAR NAMED KEWNE - A MONSTER THAT CAN SPEAK TO HUMANS. KEWNE AND KOH EMBARK ON A QUEST TO REACH THE TOP OF THE MONSTER TOWER AND FIND THE TRUTH ABOUT GUY'S FATE.

AZURE DREAMS

RECEIVED "AVERAGE" REVIEWS.

RETRO Magazine

RIVEN

THE SEQUEL TO MYST

GAMER

RIVEN THE SEQUEL TO MIST

RIVEN: THE SEQUEL TO MYST IS A PUZZLE ADVENTURE VIDEO GAME, THE SECOND IN THE MYST SERIES OF GAMES.

DEVELOPED BY CYAN WORLDS, IT WAS INITIALLY PUBLISHED BY RED ORB ENTERTAINMENT, A DIVISION OF BRODERBUND.

RIVEN WAS DISTRIBUTED ON FIVE COMPACT DISCS AND RELEASED FOR MAC AND WINDOWS PERSONAL COMPUTERS 1997 AND LATER RELEASED ON A SINGLE DVD-ROM IN 1998.

RETRO Magazine

RIVEN

THE SEQUEL TO MYST

GAMER

RIVEN THE SEQUEL TO MIST

RIVEN WAS ALSO PORTED TO SEVERAL OTHER PLATFORMS.

THE STORY OF RIVEN IS SET AFTER THE EVENTS OF MYST.

HAVING BEEN RESCUED FROM THE EFFORTS OF HIS SONS, ATRUS ENLISTS THE HELP OF THE PLAYER CHARACTER TO FREE HIS WIFE FROM HIS POWER-HUNGRY FATHER, GEHN.

RIVEN TAKES PLACE ALMOST ENTIRELY ON THE AGE OF RIVEN, A WORLD SLOWLY FALLING APART DUE TO GEHN'S DESTRUCTIVE RULE.

RETRO Magazine

RIVEN

THE SEQUEL TO MYST

GAMER

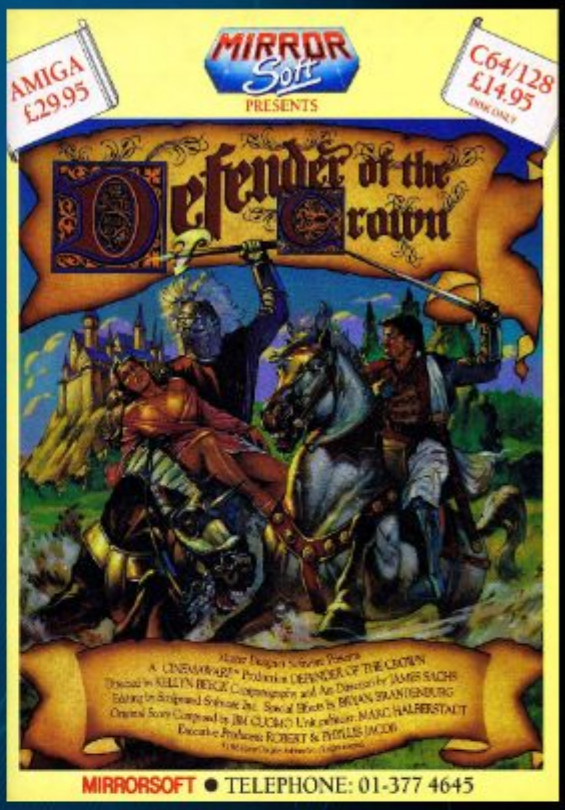
RIVEN THE SEQUEL TO MIST

DEVELOPMENT OF RIVEN BEGAN SOON AFTER MYST BECAME A SUCCESS, AND SPANNED MORE THAN THREE YEARS.

RIVEN RELEASED ON JUNE 25, 2024 FOR WINDOWS AND MACOS, AS WELL AS WITH VIRTUAL REALITY SUPPORT FOR THE META QUEST.

THE REMAKE RECEIVED "GENERALLY FAVORABLE" REVIEWS

DEFENDER OF THE CROWN



DEFENDER OF THE CROWN IS A STRATEGY VIDEO GAME.

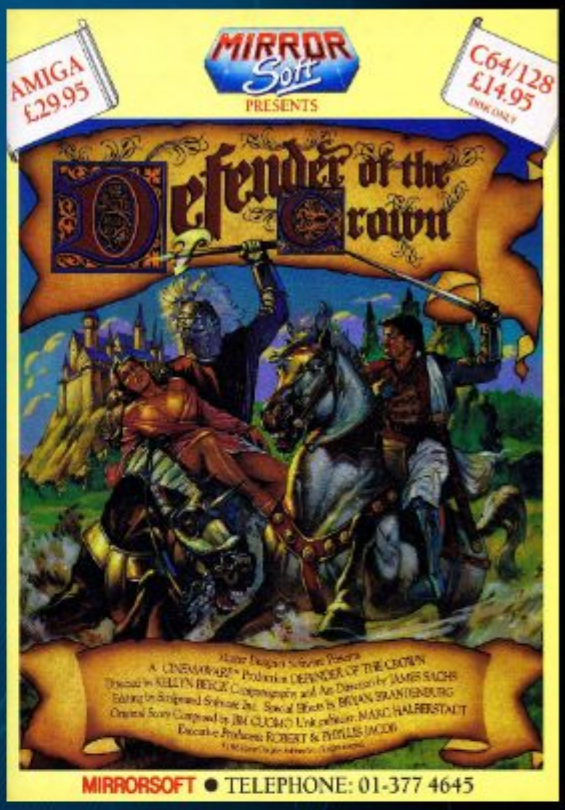
IT WAS CINEMAWARE'S FIRST GAME, AND WAS ORIGINALLY RELEASED FOR THE COMMODORE AMIGA IN 1986, SETTING A NEW STANDARD FOR GRAPHIC QUALITY IN HOME COMPUTER GAMES.

IN 1987 IT WAS PORTED TO MS-DOS, THE ATARI ST AND THE MACINTOSH AND A CONVERSION WAS DONE FOR THE COMMODORE 64.

LATER IT WAS PORTED TO THE CDTV, CD-I AND ATARI JAGUAR AND CONVERSIONS WERE MADE FOR THE NINTENDO ENTERTAINMENT SYSTEM (NES), AMSTRAD CPC, APPLE IIGS AND INTELLIVISION. UNOFFICIALLY A ZX SPECTRUM VERSION WAS ALSO MADE.

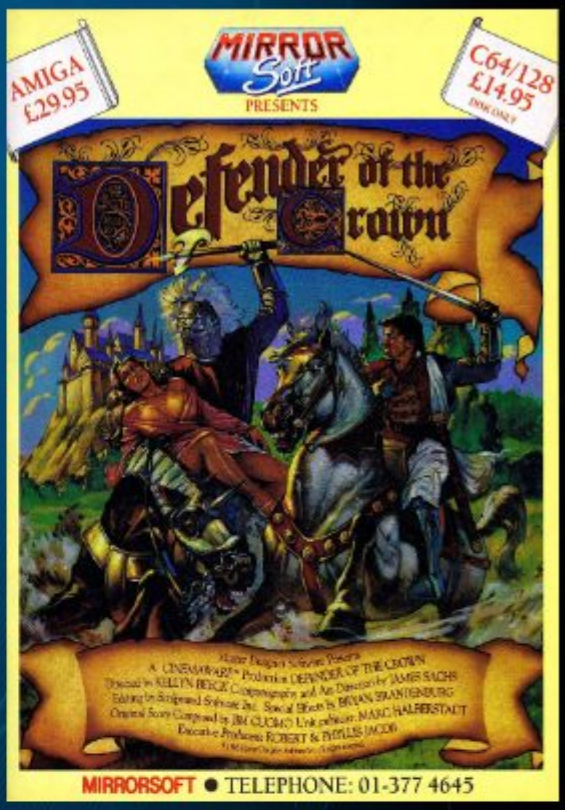
A SEQUEL, DEFENDER OF THE CROWN II, WAS RELEASED IN 1993 FOR THE CDTV AND AMIGA CD32.

TWO REMAKES HAVE BEEN RELEASED: ROBIN HOOD: DEFENDER OF THE CROWN IN 2003 AND DEFENDER OF THE CROWN: HEROES LIVE FOREVER IN 2007.



THE GAME IS SET IN ENGLAND IN 1149 DURING THE MIDDLE AGES WHERE, FOLLOWING THE DEATH OF THE KING, DIFFERENT FACTIONS ARE FIGHTING FOR TERRITORIAL CONTROL.

THE GAME'S STRATEGY BOILS DOWN TO A WAR OF ATTRITION AS THE PLAYER TRIES TO AMASS LARGER ARMIES THAN THEIR OPPONENTS AND MANAGES TO ATTACK THEIR TERRITORIES AT THE RIGHT TIME.



DEFENDER OF THE CROWN BECAME A COMMERCIAL HIT.

COMPARED TO OTHER VIDEO GAMES OF THE TIME, DEFENDER OF THE CROWN ESTABLISHED A NEW LEVEL OF QUALITY.

RETRO Magazine

ClayFighter

GAMER

CLAY FIGHTER IS A FIGHTING GAME RELEASED FOR THE SUPER NES IN NOVEMBER 1993.

ClayFighter
You Guys Finally Made It To Sega. What Do You Say?
It's about time... so chill!
Thank you very much!
No crybabies allowed!
Sounds like a sweet deal!
Sounds great! ...How 'bout a hug?
GENESIS
ClayFighter

CLAY FIGHTER WAS PORTED TO SEGA GENESIS IN JUNE 1994.

THE GAME IS A PARODY OF STREET FIGHTER.

MOST OF THE GAME FEATURES A CIRCUS THEME FOCUSED MORE ON HUMOR.

CLAY FIGHTER FEATURES CLAYMATION-STYLE GRAPHICS THAT WERE CREATED BY PHOTOGRAPHING AND DIGITIZED ACTUAL CLAY MODELS.

THE GAME WAS ONE OF THE TWO "CLAY"-THEMED GAME FRANCHISES MADE BY INTERPLAY PRODUCTIONS, THE SECOND BEING A PLATFORMER RELEASED FOR THE SNES TITLED CLAYMATES.

RETRO Magazine

ClayFighter

RETRO GAMER

A METEOR MADE ENTIRELY OUT OF CLAY CRASH-LANDS ON THE GROUNDS OF A HUMBLE AMERICAN CIRCUS.

ClayFighter
You Guys Finally Made It To Sega. What Do You Say?
Thank you very much!
It's about time... so chill!
No crybabies allowed!
Sounds like a sweet deal!
Sounds great! ...How 'bout a hug?
GENESIS
ClayFighter

THE GOO FROM THE INTERSTELLAR OBJECT CONTAMINATES ALL OF THE CIRCUS'S ATTRACTIONS, TRANSFORMING THEM INTO BIZARRE CARICATURES OF THEIR FORMER SELVES, WITH NEW SUPERPOWERS.

THE GAME FEATURES EIGHT PLAYABLE CHARACTERS

BAD MR. FROSTY – A SNOWMAN WITH A BAD ATTITUDE.

BLOB – A BLOB OF CLAY. A SELF-PROCLAIMED MASTER OF "GOOJITSU",

BLUE SUEDE GOO – AN ELVIS IMPERSONATOR WITH WILDLY EXAGGERATED FEATURES.

RETRO Magazine

ClayFighter

GAMER

BONKER – A CHEERFULLY MANIC CLOWN

HELGA – AN OBESE AND HEAVILY BREASTED OPERA SINGER DRESSED IN VIKING ATTIRE.

ClayFighter
You Guys Finally Made It To Sega. What Do You Say?
It's about time... so chill!
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GENESIS
ClayFighter

ICKYBOD CLAY – A SCARECROW-LIKE GHOST WITH A PUMPKIN HEAD.

TAFFY – A FIGHTING PIECE OF TAFFY WHOSE ATTACKS MAINLY INVOLVE STRETCHING AND TWISTING HIS THIN BUT SUPER-FLEXIBLE BODY.

TINY – A BUFF, LARGE-TOOTHED WRESTLER-TYPE CHARACTER.

CLAY FIGHTER SOLD 200,000 COPIES BY THE END OF 1994.

CLAY FIGHTER RECEIVED POSITIVE REVIEW.

ClayFighter

RETRO Magazine

GAMER

VECTREX

THE VECTREX IS A VECTOR DISPLAY-BASED HOME VIDEO GAME CONSOLE - THE ONLY ONE EVER DESIGNED AND RELEASED FOR THE HOME MARKET, THAT WAS DEVELOPED BY SMITH ENGINEERING AND MANUFACTURED AND SOLD BY GENERAL CONSUMER ELECTRONICS.

IT WAS FIRST RELEASED FOR THE NORTH AMERICA MARKET IN OCTOBER 1982 AND THEN EUROPE AND JAPAN IN 1983.

ORIGINALLY PRODUCED BY GENERAL CONSUMER ELECTRONICS, IT WAS LATER LICENSED TO MILTON BRADLEY AFTER THEY ACQUIRED THE COMPANY.

BANDAI RELEASED THE SYSTEM IN JAPAN.

RETRO Magazine

GAMER

VECTREX

THE VECTREX, IN CONTRAST TO OTHER VIDEO GAME SYSTEMS AT THE TIME, DID NOT NEED TO BE HOOKED UP TO A TELEVISION SET; IT HAD AN INTEGRATED (VERTICALLY ORIENTATED) MONOCHROME CRT MONITOR.

A DETACHABLE WIRED CONTROL PAD COULD BE FOLDED INTO THE LOWER BASE OF THE CONSOLE.

GAMES CAME WITH TRANSLUCENT COLOR OVERLAYS TO PLACE OVER THE SCREEN.

THE VECTREX VIDEO GAME SYSTEM HAD STRONG INITIAL SALES.

DESPITE ITS COMMERCIAL FAILURE, THE VECTREX WAS PRAISED FOR ITS SOFTWARE LIBRARY, UNIQUE GRAPHICAL CAPABILITIES, AND BUILT-IN MONITOR.

RETRO Magazine

GAMER

VECTREX

THE VECTREX VIDEO GAME SYSTEM WAS ONE OF THE BEST CONSOLES AVAILABLE AT THE TIME.

THE VECTREX WAS THE FIRST CONSOLE TO HAVE A 3D-BASED PERIPHERAL.

A COLOR HANDHELD VERSION OF THE VECTREX WAS CONCEIVED IN THE LATE 1980S, BUT WAS SHELVED BECAUSE OF ITS MANUFACTURING COST AND THE SUCCESS OF THE NINTENDO GAME BOY.

GAMES CAME SUPPLIED WITH COLOR OVERLAY SHEETS TO COMPENSATE FOR THE LIMITATIONS OF THE SCREEN.

VECTREX

RETRO Magazine

GAMER

VECTREX

TECHNICAL SPECIFICATIONS

SYSTEM

CPU: MOTOROLA 68A09 @ 1.5 MHZ

RAM: 1 KB (TWO 4-BIT 2114 CHIPS)

ROM: 8 KB (ONE 8-BIT 2363 CHIP)

CARTRIDGE ROM: 32 KB

MOS 6522 VERSATILE INTERFACE ADAPTER (VIA)

LOGIC BOARD SCHEMATIC

SOUND

SOUND: GENERAL INSTRUMENT AY-3-8912

MCU CONTROLLED SOUND

3-INCH ELECTRODYNAMIC PAPER CONE SPEAKER.

RETRO Magazine

GAMER

VECTREX

VECTREX VIDEO GAME MACHINE WAS AHEAD OF ITS TIME AND WAS THE ONLY HOME CONSOLE THAT DID NOT REQUIRE A TELEVISION TO PLAY UNLIKE THE ATARI 2600 OR THE INTELLIVISION HOME VIDEO GAME CONSOLE.

I PLAYED SOME GREAT GAMES ON VECTREX LIKE POLE POSITION AND BERZERK.

RETRO Magazine

URIDIUM

RETRO GAMER

URIDIUM RELEASED ON THE NES AS THE LAST STARFIGHTER IS A SCIENCE FICTION SIDE-SCROLLING SHOOT 'EM UP INITIALLY DESIGNED BY ANDREW BRAYBROOK FOR THE COMMODORE 64, AND LATER PORTED TO OTHER 8-BIT MACHINES.

URIDIUM WAS LATER RELEASED FOR THE NINTENDO ENTERTAINMENT SYSTEM IN 1990.

MINDSCAPE PURCHASED A LICENSE TO RELEASE A GAME BASED ON THE FILM THE LAST STARFIGHTER.

RATHER THAN PROGRAM A NEW GAME, HOWEVER, MINDSCAPE DECIDED TO TAKE AN EASIER ROUTE BY RECYCLING AN OLDER, RELATIVELY OBSCURE GAME.

URIDIUM

RETRO Magazine

URIDIUM

RETRO GAMER

THE SOLAR SYSTEM IS UNDER ATTACK! ENEMY SUPER-DREADNOUGHTS HAVE BEEN PLACED IN ORBIT AROUND EACH OF THE FIFTEEN PLANETS IN THIS GALACTIC SECTOR.

YOUR MANTA CLASS SPACE FIGHTER WILL BE TRANSPORTED TO EACH PLANET IN TURN AND IT IS YOUR TASK TO DESTROY EACH DREADNOUGHT.

FIRST YOU MUST ATTACK THE DEFENSIVE SCREEN OF ENEMY FIGHTERS, THEN YOU MUST NEUTRALISE THE MAJORITY OF SURFACE DEFENCES BEFORE YOU LAND ON THE SUPER-DREADNOUGHT'S MASTER RUNWAY.

RETRO Magazine

URIDIUM

RETRO GAMER

ONCE ON BOARD YOU MUST PULL AS MANY FUEL RODS AS POSSIBLE FROM THE METAL CONVERTERS BEFORE YOU TAKE OFF FOR A FINAL STRAFING RUN AS THE DREADNOUGHT VAPORISES INTO DUST.

URIDIUM

URIDIUM REACHED NUMBER ONE IN BOTH THE COMMODORE 64 AND ALL-FORMAT CHARTS IN EARLY 1986. LATER IN THE YEAR, IT REACHED NUMBER THREE IN THE ZX SPECTRUM CHARTS.

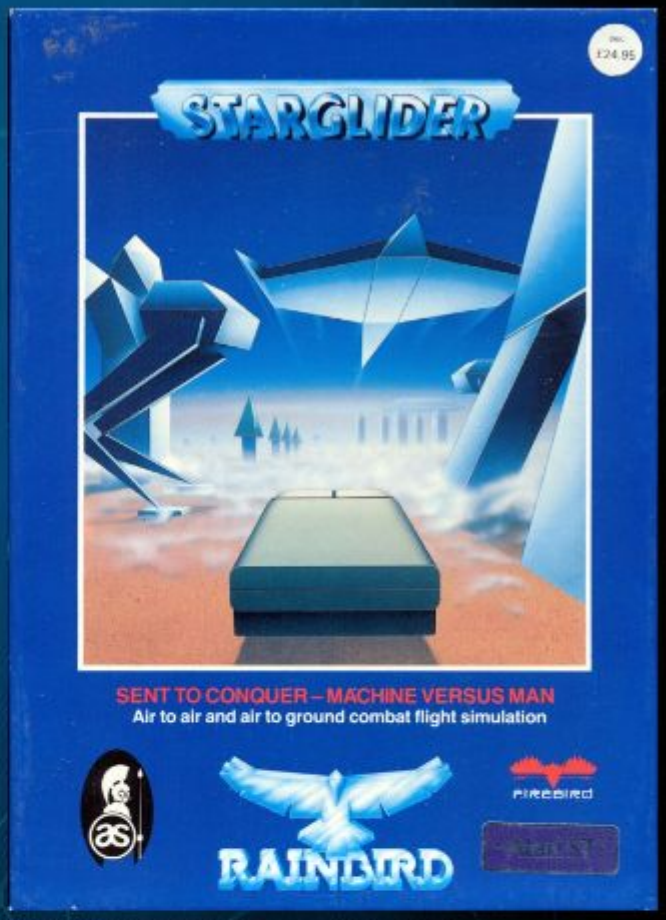
URIDIUM IS CLASSIC SHOOT EM UP AND WAS ONE OF THE BEST GAMES ON THE COMMODORE 64.

RETRO Magazine STARGLIDER GAMER

STARGLIDER IS A 3D VIDEO GAME PUBLISHED IN 1986 BY RAINBIRD.

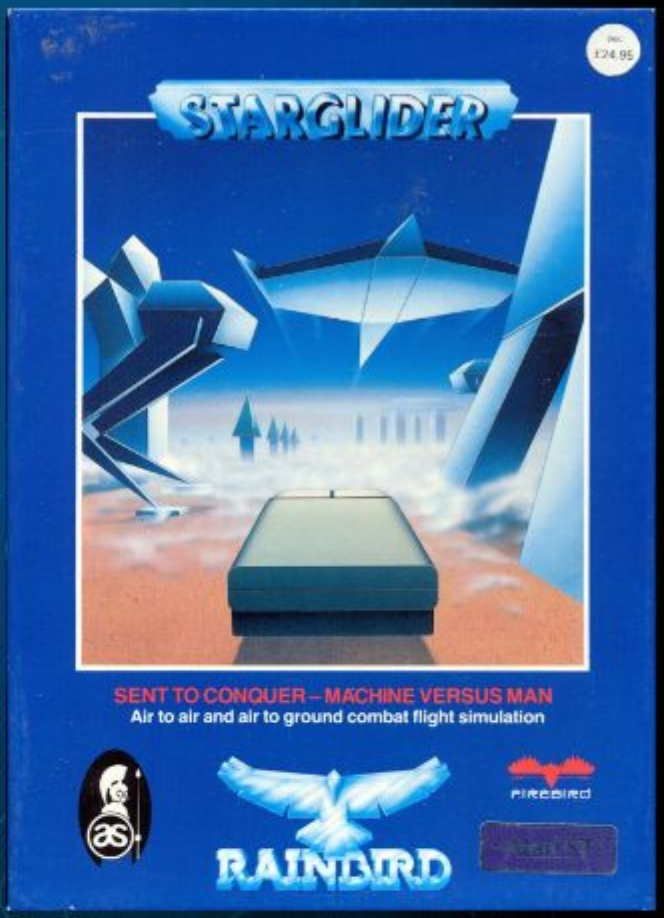
IT WAS DEVELOPED ARGONAUT SOFTWARE.

THE GAME IS A FAST-MOVING, FIRST-PERSON COMBAT FLIGHT SIMULATOR, RENDERED WITH COLORFUL WIRE-FRAME VECTOR GRAPHICS INSPIRED BY SAN'S LOVE OF THE 1983 ATARI COIN-OP STAR WARS.



STARGLIDER WAS ORIGINALLY DEVELOPED FOR THE 16-BIT AMIGA AND ATARI ST.

RAINBIRD COMMISSIONED REAL TIME GAMES TO PRODUCE 8-BIT VERSIONS FOR THE AMSTRAD CPC, AMSTRAD PCW, AND ZX SPECTRUM 128K, WITH A CUT-DOWN 48K VERSION WITHOUT SAMPLED SPEECH OR SPECIAL MISSIONS.



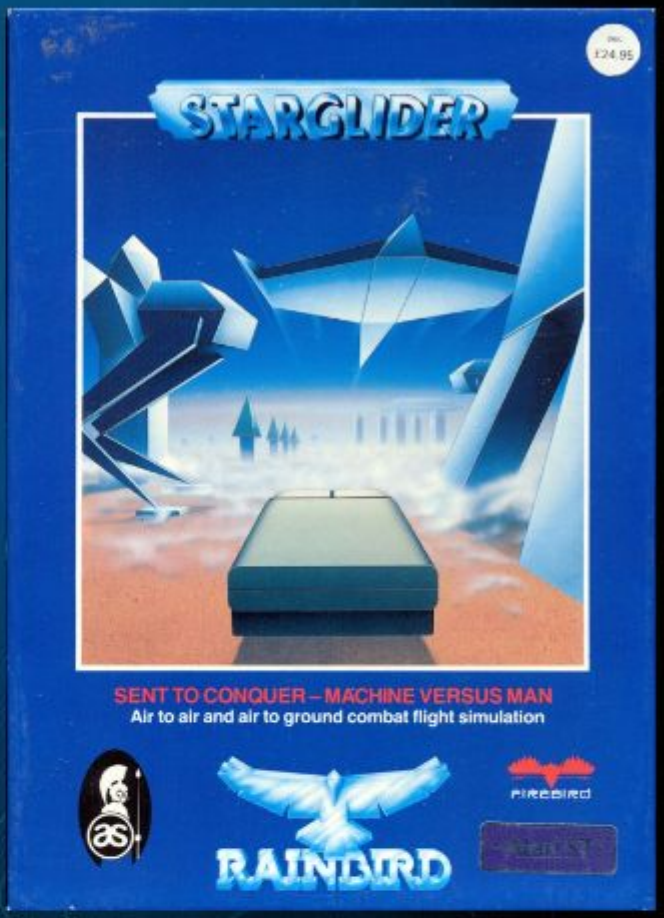
THE IBM PC COMPATIBLE WITH SOLID IMAGES WERE COMMISSIONED TO PRODUCE VERSIONS FOR THE COMMODORE 64 AND APPLE IIGS.

STARGLIDER WAS FOLLOWED IN 1988 BY A SEQUEL, STARGLIDER 2, WHICH USES FILLED-POLYGON GRAPHICS.

THE SERIES INSPIRED ARGONAUT TO PARTNER WITH NINTENDO IN CREATING THE SUPER FX CHIP FOR SUPER NES IN ORDER TO POWER THE STAR FOX SERIES OF HIT GAMES.

RETRO Magazine STARGLIDER GAMER

THE GAME TAKES OVER THE SURFACE OF THE OCCUPIED PLANET NOVENIA, AND IT IS THE PLAYER'S GOAL TO RID THE WORLD OF THE MECHANIZED EGRON INVADERS.



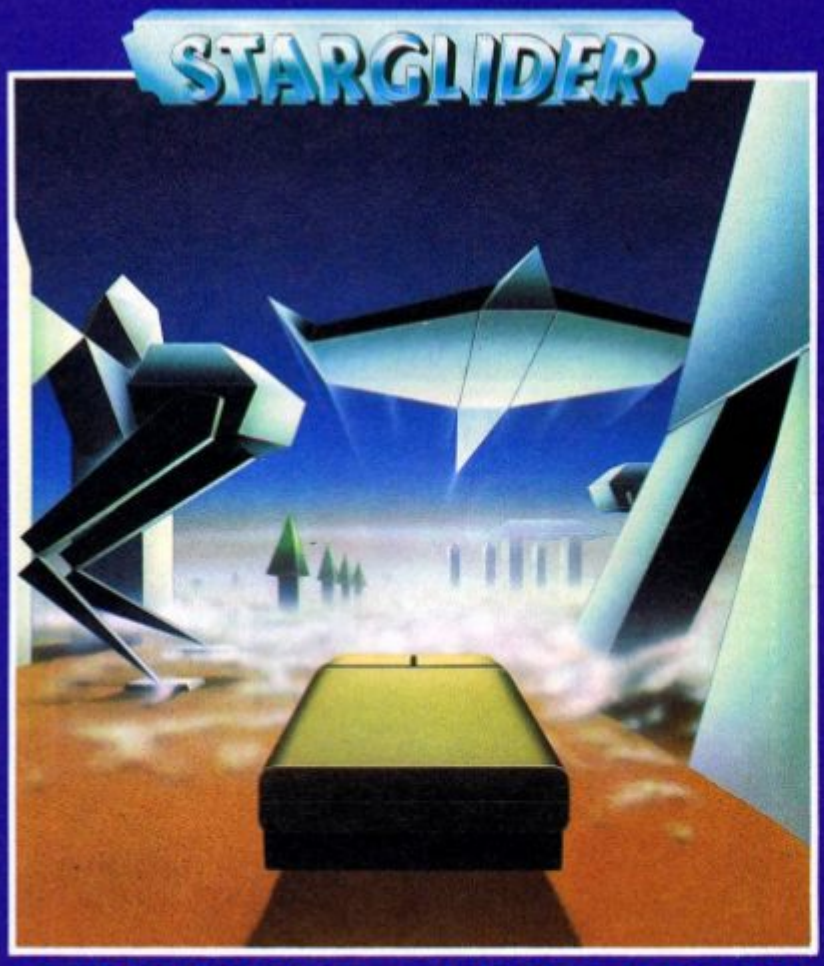
STARGLIDER WAS FIREBIRD'S THIRD BEST-SELLING COMMODORE GAME AS OF LATE 1987.

ARGONAUT SOFTWARE TO PARTNERED WITH NINTENDO IN CREATING THE SUPER FX ENHANCEMENT CHIP FOR SUPER NES.

STARGLIDER WAS SUCH A GROUNDBREAKING GAME AND INSPIRED THE CREATION OF SUPER NINTENDO FX CUSTOM CHIP THAT LED TO STARFOX SERIES OF GAMES.

THE STARFOX SERIES OF GAMES BECAME ONE NINTENDO`S BIGGEST GAME FRANCHISE OF ALL TIME.

RETRO Magazine STARGLIDER GAMER



SENT TO CONQUER - MACHINE VERSUS MAN

Air to air and air to ground combat flight simulation

Defeat the elusive Starglider in an amazing all-action combat flight simulation. The planet Novenia has been devastated by an evil tide of invading Egrons; single-handed, you must wipe out the enemy in explosive one-to-one combat. Swooping down with lasers blazing, you'll need to take fast evasive action to avoid the barrage of enemy missiles. Exhilarating low-level attack and defence flight manoeuvres, coupled with a cunning strategic element, make STARGLIDER a classic among classics.

Energy towers lie dead ahead defended by heavily armed Egron battle tanks

A Stomper and Walker close in. Laser fire is futile against these metal monsters

The Walker attacks. Bank your craft to evade the lasers and prepare to fire

Missile launched! Steer your TV-guided missile on target to annihilate the invader

The Starglider swoops in to attack. Several direct hits are needed to destroy it

A special mission. A devastating super missile has been located in the ruins of Novenia

Screenshots taken from Spectrum 48/128 version

PROGRAM OF THE YEAR

Popular Computing Weekly

'One of the finest games ever'
Crash Smash

'The ultimate in blasters'
Amtix Accolade

'The best 3D line graphic game ever'
Sinclair User Classic

'Best arcade shoot 'em up with vector graphics'
Commodore User Screen Star

'The gameplay is out of this world'
Amstrad Action Mastergame

'Stands cockpit and laser gun above previous 3D games'
Your Sinclair Megagame

Spectrum 48/128 cassette
CBM 64/128 cassette
Amstrad CPC cassette

£14.95

CBM 64/128 disc

£17.95

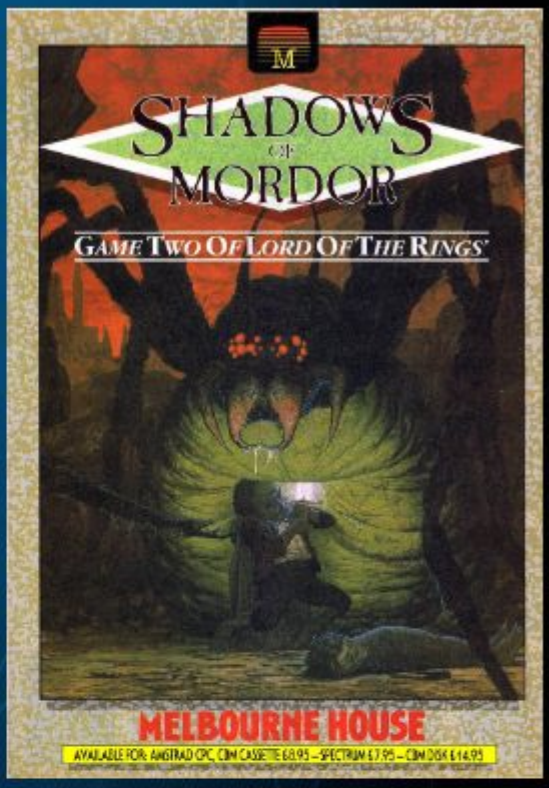
Amstrad CPC disc

£19.95

RAINBIRD

Rainbird Software, Wellington House,
Upper St Martins Lane, London WC2H 9DL
Tel: 01-240 8838
Rainbird Software is a division of
British Telecommunications plc

SHADOWS OF MORDOR: GAME TWO OF LORD OF THE RINGS IS A TEXT ADVENTURE FOR THE COMMODORE 64, AMSTRAD CPC, ZX SPECTRUM, APPLE II, MS-DOS, AND MAC. IT IS BASED ON THE SECOND PART OF THE LORD OF THE RINGS STORY.



IT'S A SEQUEL TO LORD OF THE RINGS: GAME ONE AND THE HOBBIT.

THE GAME FOCUSES ON FRODO AND SAM WITH SMéAGOL AS AN NON PLAYER CHARACTER ON THEIR JOURNEY TO MORDOR TO DESTROY THE ONE RING.

SHADOWS OF MORDOR WAS A SOLID TEXT ADVENTURE GAME BUT WAS OVERSHADOWED BY THE HOBBIT TEXT ADVENTURE.

RETRO Magazine

GAMER

ROBIN OF THE WOOD IS A MAZE GAME PUBLISHED IN 1985 FOR A FEW 8-BIT COMPUTER FORMATS BY ODIN COMPUTER GRAPHICS IN THE UK AND SERMA SOFTWARE IN SPAIN.

PUBLISHER: ODIN COMPUTER GRAPHICS

YEAR: 1985

IT WAS BASED ON THE ENGLISH LEGEND OF ROBIN HOOD.

ROBIN OF THE WOOD WAS ONE OF MOST ADDICTIVE GAMES I PLAYED ON ZX SPECTRUM AND COMMODORE 64.

ENGLAND WAS IN THE GRIP OF TYRANNY, BROUGHT BY WILLIAM AND HIS CONQUERING NORMAN HORDES.

SAXON NOBLES WERE DISPOSSESSED AND OFTEN KILLED, LOWLY VILLAGERS TAXED TO THE POINT OF STARVATION.

THE ONLY RAY OF HOPE FOR THE FUTURE OF THE SAXONS OF ENGLAND LAY IN THE STRONG ARMS AND KEEN EYE OF ROBIN.

SUPER PUZZLE FIGHTER II TURBO

THE GAME INCLUDES MUSIC AND INTERFACE ELEMENTS SPOOFING THE STREET FIGHTER ALPHA AND DARK-STALKERS GAMES.

IT WAS A RESPONSE TO SEGA'S PUYO PUYO 2 THAT HAD BEEN SWEEPING THE JAPANESE ARCADE SCENE.

A HIGH-DEFINITION REMAKE VERSION TITLED SUPER PUZZLE FIGHTER II TURBO HD REMIX WAS AVAILABLE ON XBOX 360 AND PLAYSTATION 3.

RETRO Magazine

GAMER

PUZZLE FIGHTER IS A PUZZLE GAME WHICH IS SIMILAR TO THE SEGA ARCADE GAME BAKU BAKU ANIMAL.

IN PUZZLE FIGHTER, HOWEVER, GEMS CAN ONLY BE ELIMINATED BY COMING INTO CONTACT WITH A CRASH GEM OF THE SAME COLOR, WHICH ELIMINATES ALL ADJACENT GEMS OF THAT COLOR, SETTING UP THE POTENTIAL FOR HUGE CHAIN REACTIONS.

SUPER PUZZLE FIGHTER II TURBO POSITIVE REVIEWS UPON RELEASE.

THE SATURN AND PLAYSTATION VERSIONS RECEIVED GENERALLY POSITIVE REVIEWS.

RETRO Magazine

PITFALL 3D BEYOND THE JUNGLE

GAMER

PITFALL 3D: BEYOND THE JUNGLE

PITFALL 3D: BEYOND THE JUNGLE IS A PLATFORM GAME DEVELOPED BY ACTIVISION'S INTERNAL CONSOLE DEVELOPMENT GROUP AND PUBLISHED BY ACTIVISION IN 1998 FOR THE PLAYSTATION AND BY CRAVE ENTERTAINMENT FOR THE GAME BOY COLOR KNOWN AS PITFALL: BEYOND THE JUNGLE IN 1998.

THE GAME IS PART OF THE PITFALL SERIES, FOLLOWING THE 1994 INSTALLMENT PITFALL: THE MAYAN ADVENTURE.

RETRO Magazine

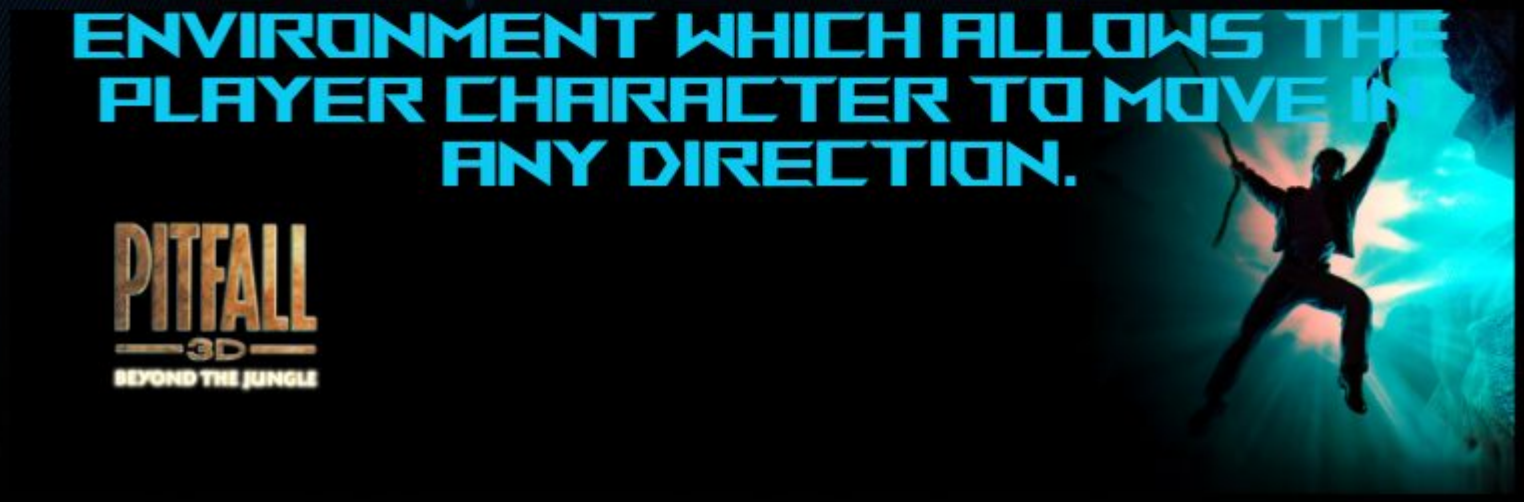
PITFALL 3D BEYOND THE JUNGLE

GAMER

PITFALL 3D: BEYOND THE JUNGLE

JUST AS IN ITS PREDECESSOR PITFALL: THE MAYAN ADVENTURE, THE ORIGINAL PITFALL! FOR THE ATARI 2600 IS AVAILABLE AS AN EASTER EGG.

UNLIKE THE MAYAN ADVENTURE, HOWEVER, THE GAME IS SET IN A 3D ENVIRONMENT WHICH ALLOWS THE PLAYER CHARACTER TO MOVE IN ANY DIRECTION.



RETRO Magazine

PITFALL 3D BEYOND THE JUNGLE

GAMER

PITFALL HARRY JR. MEETS A GIRL NAMED MIRA WHO ENLISTS HIS AID IN FREEING HER PEOPLE FROM "THE SCOURGE", AN EVIL WOMAN BENT ON CONTROLLING THE WORLD.

PITFALL 3D BEYOND THE JUNGLE

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PITFALL 3D BEYOND THE JUNGLE

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THE DEVELOPERS DECIDED TO SET THE GAME IN A MAGICAL PARALLEL UNIVERSE BECAUSE THERE WERE NO GENUINELY UNEXPLORED LANDS IN THE REAL WORLD, AND BECAUSE IT PROVIDED A STORY EXPLANATION FOR GAMEPLAY ELEMENTS SUCH AS MORPHING CREATURES AND FLOATING PLATFORMS.

PITFALL 3D BEYOND THE JUNGLE

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PITFALL 3D BEYOND THE JUNGLE

RETRO GAMER

PITFALL HARRY JR. WAS VOICED BY BRUCE CAMPBELL.

THE DEVELOPERS, WHO WERE FANS OF THE EVIL DEAD FILMS WHICH CAMPBELL WAS MOST FAMOUS FOR STARRING IN.

PITFALL 3D: BEYOND THE JUNGLE RECEIVED AVERAGE REVIEWS.

RETRO Magazine

Punky Skunk

GAMER

PUNKY SKUNK IS A SIDE-SCROLLING ACTION-PLATFORM VIDEO GAME DEVELOPED BY UKIYOTEI AND PUBLISHED BY VISIT IN JAPAN ON 1 NOVEMBER 1996 AND BY JALECO IN NORTH AMERICA IN 1998 FOR THE PLAYSTATION.

PLAYERS ASSUME THE ROLE OF THE TITULAR SKUNK IN AN ATTEMPT TO OVERTHROW BADLER AND HIS BB BRIGADE ARMY WITH THE HELP OF HIS COMPANIONS NASH AND KELLY.

ITS GAMEPLAY MAINLY CONSISTS OF PLATFORMING USING A MAIN THREE-BUTTON CONFIGURATION.

RETRO Magazine

Punky Skunk

GAMER

SIMILAR TO SUPER MARIO BROS. AND SONIC THE HEDGEHOG, THERE ARE COLLECTIBLE STARS SCATTERED ON ALMOST EVERY STAGE AND OBTAINING 100 OF THEM GRANTS PUNKY WITH AN EXTRA LIFE.

UPON ITS RELEASE, PUNKY SKUNK WAS MET WITH MOSTLY NEGATIVE RECEPTION, WITH CRITICS PANNING ITS VISUAL PRESENTATION, AUDIO AND GAMEPLAY.

RETRO Magazine

G-POLICE

GAMER

G-POLICE IS A 1997 COMBAT FLIGHT SIMULATION VIDEO GAME DEVELOPED AND PUBLISHED BY PSYGNOSIS FOR PLAYSTATION AND MICROSOFT WINDOWS.

THE GAME HAS A SCIENCE FICTION SETTING INSPIRED BY BLADE RUNNER.

RETRO Magazine

G.POLICE

GAMER

THIS STORY GOES ON DURING 2097, ON A COLONIZED CALLISTO.

THE GAME CHARTS THE PROTAGONIST SLATER'S ATTEMPTS TO DISCOVER THE TRUTH BEHIND HIS SISTER'S MYSTERIOUS DEATH WHILE WORKING FOR THE TITULAR G-POLICE.

RETRO Magazine

G.POLICE

GAMER

THE GAME BEGINS WITH THE G-POLICE COMBATING ORGANIZED CRIMINALS BEFORE FIGHTING THE PRIVATE ARMIES OF POWERFUL CORPORATIONS IN AN UNFOLDING CONSPIRACY-THEMED PLOT.

THE GAMEPLAY INVOLVES PILOTING VTOL AIRCRAFT RESEMBLING HELICOPTERS, ENGAGING IN COMBAT WITH ENEMIES AND PROTECTING ALLIES.

G.POLICE

RETRO Magazine

G.PLAYER

THE GAME MADE USE OF CUTTING EDGE TECHNOLOGY SUCH AS FORCE-FEEDBACK JOYSTICKS AND CONTROLLERS, 3D SOUND AND DIRECT3D HARDWARE ACCELERATION.

THE GAME'S GRAPHICS WERE SOME OF THE MOST TECHNICALLY IMPRESSIVE OF THE TIME.

THE GAMEPLAY HAD A SOLID PACING AND VARIETY OF MISSION OBJECTIVES.

G.PLAYER

RETRO Magazine

G-POLICE

GAMER

G-POLICE IS SET DURING YEAR 2097, ACCORDING TO THE INTRODUCTORY SEQUENCE, A SEQUENCE ALSO PROVIDES THE HISTORY OF THIS GAME'S SETTING: DURING YEAR 2057, THE DEPLETION OF EARTH'S RESOURCES COINCIDED WITH WIDENING SPACE EXPLORATION.

AFTER A CATASTROPHIC WAR OVER EVER-DECLINING RESOURCES, ENDING 10 YEARS PRIOR TO THE EVENTS OF G-POLICE, EARTH'S GOVERNMENTS WERE STRIPPED OF MILITARY POWER.

RETRO Magazine

G-POLICE

GAMER

AFTER A CATASTROPHIC WAR OVER EVER-DECLINING RESOURCES, ENDING 10 YEARS PRIOR TO THE EVENTS OF G-POLICE, EARTH'S GOVERNMENTS WERE STRIPPED OF MILITARY POWER.

AS A RESULT, POWERFUL CORPORATIONS HAD EXERTED CONTROL OVER EARTH AND THE BURGEONING SPACE COLONIES.

G-POLICE RECEIVED MIXED TO POSITIVE REVIEWS.

PAXO

G-POLICE

RETRO Magazine
G.PRICE
GAMER

G.PRICE
EVER BURY THE ONE YOU LOVE IN A MATCH BOX? THAT'S ALL THEY LEFT OF HIS SISTER.
WHABOOM
FOR SLATER, EVENING THE SCORE WASN'T VENGEANCE, IT WAS SIMPLE JUSTICE.
BRAM BRAM BRAM
AND IT WAS TIME FOR THE EXECUTIONER TO DO HIS WORK.
BARDOM
SEE YOU IN HELL!
PSYGNOSIS
PC CD ROM
PlayStation
K-A
ESRB
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G.PRICE

RETRO Magazine
G.POLICE
RETRO GAMER

SLATER RETURN TO FORMATION!!
THERE, ON THE HORIZON!
HOLY MOTHER OF....!!
BEFORE THEM, A CORPORATE WARBIRD, A FLYING CITY OF DEATH, COLD AND BLACK, WITH ENOUGH FIREPOWER TO TAKE OUT THE ENTIRE DOME.
FEAR, LIKE FINGERS OF ICE AND TITANIUM WRAP AROUND SLATER'S HEART– SQUEEZING, SQUEEZING, SQUEEZING...

"G Police... one of the most amazing-looking titles ever seen on the PlayStation."
–Electronic Gaming Monthly

You are Jeff Slater, 21st Century cop. Fly your Havoc gun ship on 35 missions through 51 of Callisto's domed environments. You have fly-anywhere 360° maneuverability and tons of firepower. Serve & protect.

www.gpolice.com

G.POLICE

X2 IS AN ARCADE-STYLE SIDE-SCROLLING SHOOT 'EM UP RELEASED BY TEAM17-OCEAN.

IT IS THE SEQUEL TO THE AMIGA SHOOTER PROJECT-X.

GAME WAS A CONSOLE EXCLUSIVE. ACCLAIM ENTERTAINMENT WAS SLATED TO PUBLISH THE GAME IN NORTH AMERICA, BUT IT WAS NEVER RELEASED IN THAT REGION.

A SEGA SATURN VERSION OF THE GAME WAS SCRAPPED DURING DEVELOPMENT.

IN X2 YOU PLAY RETIRED PILOT COMMANDER MINER IS CALLED OUT OF RETIREMENT AS HE IS ONE OF THE BEST AND LAST REMAINING PILOTS QUALIFIED TO TAKE THE FIGHT TO THE INVADING ALIENS.

THE GAME LOOKED GOOD BUT IS FRUSTRATINGLY DIFFICULT TO THE POINT WHERE IT IS NOT FUN TO PLAY WITH NUMEROUS POINTS WHERE IT IS IMPOSSIBLE TO AVOID TAKING HITS.